MV1 Introductory Solitaire Adventure 9104

MAGIC VIEWER MODULE

Advanced Dungeons & Dragons®

Official Magic Viewer Game Adventure

Midnight on Dagger Alley

by Merle M. Rasmussen

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ADVANCED DUNGEONS & DRAGONS®

Fantasy Adventure Module

Midnight on Dagger Alley

by Merle M. Rasmussen

An Adventure for Character Levels 4-6

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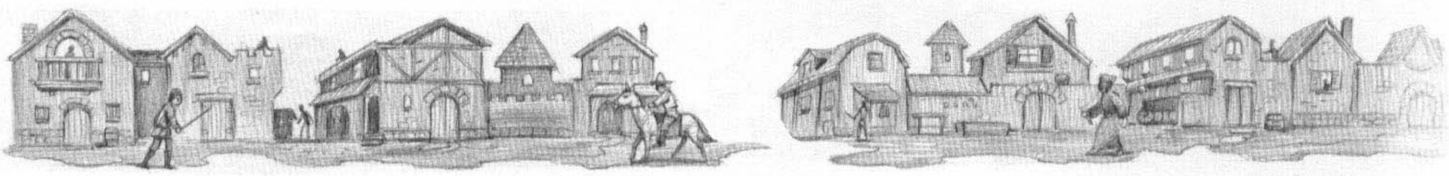


HOW TO PLAY THIS ADVENTURE

START HERE.

You will need the AD&D® rules, a set of polyhedral dice, paper, a pencil, and an eraser.

H1. Welcome to the dark alleys of the City of Goldstar. You're about to set out on a thrilling adventure in a dangerous section of the city. Only your wits and your weapons can help you.

Choose one of the prerolled characters provided with the adventure.

This is a solo adventure. You read entries that ask you to make a decision. Some entries, like this one, simply direct you to the next entry. Read entry **H2**.

H2. Choosing an entry: All of the adventure encounter entries are lettered and numbered. The Dungeon Level entries begin with the letter "D." The Street Level entries begin with the letter "S." The Upper Level all entries begin with "U." The Rooftop Level entries begin with the letter "R."

When you encounter an entry number on a map, turn to the entry in the adventure booklet. This will describe what your character has encountered. Sometimes you will be referred to other entries. You must decide which direction to move next on the map.

For details on keeping records during your adventure, read entry **H3**.

H3. Keeping records: Keep a record of your adventure as you explore the city. Each time you find an item, add it to your character sheet. If you lose an item, cross it off.

When you take an item from an area or defeat a monster, cross out the sentences that describe the item or monster. If you mark something or leave something behind, write it in the corresponding place in the text. This allows you to change the adventure the next time you or someone else play it.

For details on the Magic Viewer, read entry **H4**.

H4. The magic viewer: This adventure includes a transparent red Magic Viewer. When the Magic Viewer is placed over red, the red ink "disappears" and allows you to see what is underneath. The maps and some of the tables for this adventure are hidden by red ink.

On the maps, the red represents the moonless, smoky, and foggy conditions prevailing over this section of Goldstar. You will be told at the start of a task where to place the Magic Viewer. Slowly move the Magic Viewer over the map horizontally or vertically, never diagonally. If you can see a wall line you may not pass through it unless there is a door. Doors to unlighted buildings are always locked unless noted otherwise in the text. Locked doors must either be unlocked with a successful *open locks* attempt or forced open with a successful *open doors* attempt.

Only unbarred, glass windows which can be passed through are indicated. You can pass through barred passageways on the sewer level only if a bend bars/lift gates attempt is successful.

The instant you reveal an entry number, stop moving the Magic Viewer, write down your location, and turn to the corresponding entry in the text. The instant you reveal a wandering monster symbol stop moving the Magic Viewer, write down your location, and roll 1d6. On a roll of 1 refer to *Table 1: Monster Die Rolls and Modifiers* (read entry H14 for details). On a roll of 2-6 you do not encounter a wandering monster but see signs that one has passed by recently. The instant you reveal a random trap or treasure symbol stop moving the Magic Viewer, and write down your location. Roll 1d6 and refer to *Table 3: Traps and Treasures.*

For details on maps, read entry **H5**.

H5. Maps: There are four maps of the city of Goldstar; Dungeon Level, Street Level, Upper Level, and Rooftop Level. Each level is ten feet above or below another level. A square grid is printed over all four maps. This grid is used to regulate movement and to coordinate the maps with each other.

On the left side of each map are the letters A-V, excluding I and O. Along the top of the map are the numbers 1-28. You may travel through a map space in one segment (6 seconds).

Possible secret doors are indicated on the maps by an "S." Roll 1d6, on a 1 a door is found (1 or 2 for elves). When your character has found a secret door on the map, you may circle it. You will not have to search again.

For details on fighting monsters, read entry **H6**.

H6. Fighting monsters: When an entry states that you encounter a monster, refer to the Combat Checklist on the booklet cover and follow the steps. You never encounter more than one monster at a time during this adventure. The following entries explain the steps of the Combat Checklist.

For details on initiative, read entry **H7**.

H7. Initiative: Roll 1d6 for yourself first and then for the monster you have encountered. If your die roll is higher, you may act first. (If the die rolls are the same, roll both again.)

You may try to avoid engagement (read entry **H8**). You may try to parley (read entry **H9**). You may attack with magical items (read entry **H10**), or strike blows with weapons (read entry **H11**).

For details on movement, read entry **H8**.

H8. Movement: Movement in this adventure is never diagonal. Do not skip spaces or squares. Movement is used to avoid engagement, climb, and leap.

Avoiding engagement: If you surprise a monster, gain the first initiative, and choose to retreat, compare your movement with the monster's movement. If your movement is greater, you escape the monster, and you may go on. Before you leave, however, the attacking monster gets one chance to hit you, gaining a +2 bonus to its hit roll. For this attack, you must calculate your Armor Class as if you had no shield. Also, you cannot defend yourself. If your movement is less than or equal to the monster's movement, you may not avoid engagement.

You may decide to throw food or treasure to the monster in an attempt to distract him. If you choose to throw food or treasure to a monster, subtract the item you throw from your character sheet. You stop intelligent monsters only if you throw treasure (a coin, a gem, or magical item). You may encounter the following average and higher intelligence monsters in this adventure: mongrelman, elf, halfling, human, and kenku. All other monsters in this adventure stop only if you throw food (one ration).

After you have thrown food or treasure, roll percentile dice. If the dice roll is less than or equal to the monster's distraction value, the monster stops. If the dice roll is greater than the monster's distraction value, the monster ignores your gift and attacks.

Climbing: Characters may try to climb walls, chimneys, tree trunks, fences, beams, tents and roofs in this adventure. (Overhangs are impossible to climb.) If a character is beside any of these objects he or she may climb up, down, or along the object's surface. When a character climbs up or down, he stays in the same square but changes to a different level (and map). Characters climb along surfaces by moving to new squares on the same level.

Roll percentile dice each time you try to move by climbing. If the dice roll is less than or equal to your character's base chance to climb walls, the move is successful. If the dice roll is greater than your character's chance, your character falls. Damage from falling is 1d6 per 10 feet. Characters weighing 100 pounds or less may climb inside chimneys. Weak surfaces have a set percentage chance (on the map) of collapsing for each 50 pounds. For example, if the map says 25%, a 100 pound person has a 50% chance of falling.

Leaping: Characters may leap in a straight line the number of squares equal to their movement divided by 1/4. For example, a movement of 12″ allows the character to leap 3 squares. If the character attempts to leap one square further than allowed, roll 1d20. If the die roll is less than or equal to the character's Dexterity, the leap is successful. If the die roll is greater than the character's Dexterity, the leap is unsuccessful and the character falls.

For details on parleying, read entry **H9**.

H9.

If you speak the same language as the monster, roll 1d6. On a roll of 1-3, the monster will attack. On a roll of 4-6, the monster is friendly, and will not attack. It will let you pass unless you attack it.

For details on attacking with magical items, read entry **H10**.

H10. Using magic in combat:

If you decide to use a magical item to attack a monster, you cannot strike blows with weapons in the same round. You may use one magical item per combat round.

When you use a magical item on a monster, consider the monster to be in a 25-foot-square area and within 10 feet of you.

Some magical items allow the monster to make a saving throw to avoid the magical item's full effect. Consult the monster's "Experience Level" rating and then check *Table 4: Saving Throws* on the booklet cover. Monster saving throws are explained further on page 79 of the AD&D® Dungeon Masters Guide.

For details on striking with weapons, read entry **H11**.

H11. Striking with weapons:

When it is your turn on the Combat Checklist to attack, consult *Table 5: Character Hit Rolls* on the booklet cover and make a hit roll. If you hit, check *Table 6: Variable Weapon Damage* to see how much damage you cause the monster. If you have no weapon, your bare fist does one point of damage. If you have Strength bonus modifiers, add these to the damage. Subtract the total damage from the monster's hit points. When the monster's hit points reach 0, the monster is defeated. If a defeated monster had treasure, you may add that treasure to your character sheet.

When a monster attacks you, consult *Table 7: Monster Hit Rolls* on the booklet cover and make a hit roll for the monster. Some monsters may have more than one attack. For each of the monster's attacks that hits you, roll to find the damage the attack does to you, using the dice indicated in the monster's statistics. Subtract the damage from your hit points. If your hit points reach 0, you are eliminated. Entry **H18** (Defeated characters) explains what to do when this happens.

If a monster hits you with a poisonous attack you must make a saving throw vs. poison. If you fail the saving throw, you take one point of damage per Hit Die of the monster.

Special rules apply to some of the monsters read entry **H12**.

H12. Combat with special monsters:

The following monsters in this adventure have special attacks or defenses.

Wererat: When a wererat is in animal form, only magical weapons, silvered weapons, or magical items can harm it. If you defeat a wererat, it returns to human form. A wererat can speak common in any form.

If you lose more than half your hit points in combat with a wererat, you contract the disease lycanthropy. There is a 25% chance that the disease will be cured if you eat belladonna. There is a 1% chance that you will die. If a cure is not found within three days then you will become a wererat in 7-14 days.

Rats*, Giant and Ordinary:* If a rat bites you, you have a 5% chance of contracting a serious disease unless a saving throw vs. poison is successful. If unsuccessful, you lose half your hit points. The penalty lasts until you find a cure.

Booka: Booka are 10% resistant to attacks by magical items. If a booka gains the initiative before being defeated, it will take one item from you and disappear. Subtract one item of your choice.

Snyad: If a snyad gains the initiative before being defeated, it will take one small item of treasure from you and disappear.

Kenku: Kenku are 30% resistant to attacks by magical items. If a kenku gains the initiative, it will take one magical item, one weapon, or all of your treasure and disappear.

For details on fighting monsters in the dark, read entry **H13**.

H13. Fighting monsters in the dark:

Demi-humans have infravision and can fight monsters in the dark. If a human has no light source and is fighting a monster in the dark, he or she suffers a -4 penalty on all hit rolls. The monster gains a +4 bonus to all hit rolls. These hit roll modifiers apply until the area is lighted or combat has ended.

For details on wandering monster encounters, read entry **H14**.

H14. Wandering monsters:

Entries occasionally ask you to "check for a wandering monster." To check for such an encounter, roll 1d6. If you roll a 1, you encounter a wandering monster. Follow these steps when you have such an encounter.

1. Your location in the city affects what type of monster you encounter. Refer to *Table 1: Monster Die Rolls and Modifiers* to determine what die roll and modifier should be used on *Table 2: Wandering Monsters*. For example, if you are exploring the Street Level, you roll 1d20 and add 1 to your die.
2. Refer to *Table 2* to determine which monster you encounter, using the modified die roll from step 1.
3. After you have resolved your wandering monster encounter, record any treasure additions or hit point losses on your character sheet. Then return to your current entry.

For details on healing and resting, read entry **H15**.

H15. Healing and resting:

If you want to regain hit points and do not have any magical means to do so, you may stop at an entry on dry land out-of-doors and rest. When you decide to rest, follow these steps:

1. Subtract one day's rations from your character sheet. If you have no rations, subtract two hit points because of hunger.
2. Roll 1d6. If you roll a 1, a wandering monster surprises you as you sleep. Refer to entry **H14** (Wandering monster encounters).
3. If you do not encounter a wandering monster while you are resting, add one hit point to your character sheet.
4. You slept all day long. Return to your current entry.

For details on defeated characters, read entry **H17**. For details on how certain magical items are used in this adventure, read entry **H16**.

H16. Magical items:

These magical items are used in this adventure.

Potion of *healing*. You may drink a potion of *healing* at any time, except when you are fighting a monster. Roll 2d4 and add 2. This is the number of hit points you regain.

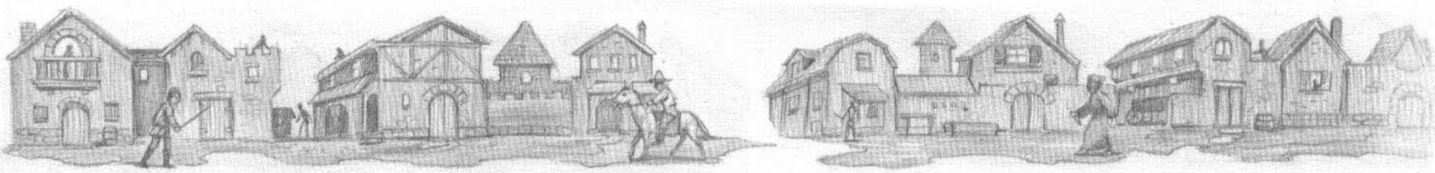
Potion of *levitation*. After drinking this potion you may raise or lower yourself in the same location square to the next level above or below. You may pull yourself by hand from one square to the next on the same level.

Ring of feather falling. You will never receive any damage from falling.

Ring of protection +1. This ring works at all times. You may not wear two *rings of protection +1* at the same time. The ring improves your Armor Class by 1 and adds a +1 to all of your saving throws.

Wand of paralyzation (1d10 charges). You may use this during the Magic Items part of Combat step 3. When you use the wand, the monster you are fighting must make a saving throw vs. paralysis. If the saving throw fails, the monster is paralyzed until you leave the room or area.

Staff of striking (1d10 charges). This magical item adds a +3 chance to hit and can use one, two, or three charges when it hits. These



charges cause 1d6+3, 1d6+6, or 1d6+9 points of damage, respectively.

Boots of striding and springing. When wearing these boots you can jump six squares horizontally and one level vertically.

Gauntlets of ogre power. Wearing these gloves adds +3 to your hit probability and +6 to damage inflicted when a hit is made.

For details on striking with weapons, read entry **H11**. For details on defeated characters, read entry **H17**.

H17. Defeated characters: If a monster defeats you, go to your character sheet, cross out your character's name, and circle the possessions still held by your chacacter when he was defeated.

Place your character's initial in the square where he or she fell. On a piece of paper wirte the initial and the following: "Body of (character's name) and put it in the book. Refer to circled items on character sheet."

When you play the adventure as a new character, you may find a defeated character's possessions and use them in your new adventure. Add any items you find in this manner to your character sheet.

For details on beginning the adventure, read entry **H18.**

H18. Beginning the adventure: The outside of this booklet lists three characters you may use for this adventure. You may cut the outside panel from this booklet and use it as your character sheet. Choose one of the characters from this sheet.

Now you are ready to begin! Read the character sheet and place the Magic Viewer on the indicated starting square.

STREET LEVEL ENTRIES (S)

Special procedures:

1. No digging is allowed.
2. Piles of rubble contain a Street Level Wandering Monster on a roll of 1 or 2 on 1d6.
3. If a character travels off the map but not to another level, the character encounters one Street Level Wandering Monster per turn until he returns to the map.
4. All signs are written in common.

S1. This is a covered gateway leading inside the city wall. The city within the walls is a safe, but dreary place to visit.

If Princess Luwella is with you, her father and six bodyguards surround you so you cannot escape. Luwella thanks you for her rescue and runs to the welcoming arms of her father. For the safe return of Luwella, you are rewarded with 1,000 gp. The bodyguards disappear with Luwella and her father.

S2. This is a stable that holds four very nervous horses. Roll 1d4. If you roll a 1 you are attacked by a light warhorse which has broken its tether. See monster #15 on Table 2. There is also a mare in the stable.

S3. This is the home of "Smitty," the blacksmith. If you break or sneak in, read entry **S65**. If you knock, read entry **S66**.

S4. This muddy corral contains a bull which attacks intruders. The bull's statistics are: AC 7; MV 15″; HD 4; hp 18; #AT 2; D 1-6/1-6; EL 4; AL N; SZ L; XP 101; Treasure: nil.

S5. This tavern is full of tables surrounded by seated patrons. The host greets you at the door and asks if you want a room or table. If you want a room he asks for a silver piece and directs you to room **U48**. If you want a table he seats you in this crowded area and serves you ale in a tin tankard for 1 cp. If you attack him, see monster #31 on Table 2. If you attack any patrons, consider them Public Place Wandering Monsters that fight you one at a time.

S6. This is the hovel of Hep, the blacksmith's apprentice. If you break or sneak in, read entry **S67**.

S7. This rancid slaughter house is guarded by a single vicious dog. See monster #13 on Table 2.

S8. This is a swine yard. You are attacked by an angry sow. Use the statistics for monster #17 on Table 2.

S9. The nearby hut is lit, but the door is locked. If you knock, read entry **S68**.

S10. This is the home and leather shop of Rahyd, the butcher. If you knock, read entry **S68**. If you break in, read entry **S69**.

S11. You are outside the unlocked door of an unlit dwelling.

S12. A traveler stopped to spend the night in this vacant house. When you enter, the traveler attacks you thinking you are here to evict him or her. The traveler is a Public Place Wandering Monster.

S13. Check for a Companion Wandering Monster in this area. If there is one, it attacks you since you are not its owner.

S14. This hovel is vacant except for a giant rat that jumps on you from the rafters. See monster #24 on Table 2.

S15. This hovel is the living space for a group of mongrelmen. If you sneak or break in, their leader attacks with a short sword. The mongrelman leader's statistics are: AC 2; MV 9″; HD 2; hp 9; #AT 1; D 1-8 by sword; EL 2; AL LN; SZ M; XP 54; Treasure: 1 cp, 1 sp, and one gem worth 275 gp.

S16. You are in the covered courtyard of a small house. A wardog senses your presence and attacks. See monster #14 on Table 2.

S17. This is the workshop and display room of an armorer. Swords, shields, body armor, and horse barding are set out for easy viewing. The U-shaped room contains shields (-1 to AC), leather armor (AC 8), ring mail (AC 7), scale mail (AC 6), chain mail (AC 5), splint mail (AC 4), and plate mail (AC 3). There are also bastard swords, broad swords, long swords, short swords, two-handed swords, and daggers. If you take any of the armor and are allowed to wear it, adjust your Armor Class accordingly.

S18. This unlocked door leads to an abandoned dwelling.

S19. Above you are large cloth sails stretched between vertical wooden posts. The wretched smell of rotting fish fills the air.

S20. You are outside the unlocked door of a stable.

S21. Check for a Stable Wandering Monster in this area. If there is one, it attacks.

S22. A halberd falls across this door hitting anyone over five feet tall. The victim suffers 1-10 points of damage.

S23. An empty wheelbarrow stands beside a large hole in the ground.

S24. You are standing under a roofed alley before an unlocked door. The building is dark. Above the door is a sign. It reads, "Futures revealed. Fortunes read. Madame Nothingale."

S25. A sign above this door advertises, "Superior Armor and Weapons. Slakund Hash, Proprietor."

S26. If you break in or attack, an elf defends himself with a tattoo instrument. He aims for your face and leaves an indelible blue line each time he hits. See monster #30 on Table 2. If you sneak in, he is asleep.

S27. You can find Madame Nothingale in the dark behind a beaded curtain. She is blind but senses your presence. "For a gold piece I will tell your future," she chants extending her hand. If you pay, read entry **S70**.

S28. This dimly-lit tavern contains three drunks and a barkeeper. The barkeeper asks you what you want. If you do not pay a silver piece for a drink, he asks you to leave. If you refuse, read entry **S71**. monster #31 on Table 2.

S29. You have discovered an unoccupied public outhouse.

S30. The head and neck of a stuffed goose adorns the front of this unlocked, lighted building. Beneath the goose is the name, "Gooseneck Inn."

S31. Six booths that contain tables and benches line the walls of this business. Five booths contain dining customers. A cooking fire burns on the hearth. Porto, the owner of the inn, asks if you want a table (S72) or a room (S73).

S32. A large sign on the door of this building states, "Tattoos while you wait." If you knock on this door, an elf answers and tells you to come back in daylight.

S33. The odor of stale ale wafts into your nostrils outside this dimly-lit, unlocked tavern. Check for a Companion Wandering Monster. If one is present, it attacks since you are not its owner.

S34. This is the back door of a private residence. If you knock on this door, read entry **S68**.

S35. You hear a cat purring. A trestle table with two bench seats stands in the center of the room. Cooking utensils and three rations of food are stored near the fireplace. Scraps of cloth lie on the floor. Two shirts and a pair of pants hang on the wall.

S36. The lids of two coffins rest on the floor. The bodies are gone.

S37. Roll 1d20. If the number you roll is greater than or equal to your Dexterity, you step on the tail of a sleeping cat. It attacks viciously. See monster #12 on Table 2. If the number you roll is less than your Dexterity, the cat does not attack.

S38. This private yard is guarded by a trained black bear. It smells you and attacks. Its statistics are: AC 7; MV 12″; HD 3-3; hp 17; #AT 3; D 1-3/1-3/1-6; EL 4; AL N; SZ M; XP 153; Treasure: nil.

S39. A discarded carpet lies on the ground in front of a door.

S40. Garlic and holy symbols surround the door of this cemetery shack. If you knock at the door, read entry **S41**. If you break or sneak in, read entry **S74**.

S41. The door is opened by Swerald the cleric. He is willing to cast a *cure disease* or *cure light wounds* spell (1-8 hp restored) on you each night you ask him to do so.

S42. If you sneak or break in, "Ol' Salt" will attack with a boning knife (treat as a short sword). See monster #33 on Table 2. His shack contains a cot, a few clothes, one ration of food, and paintings of the sea.

S43. If you travel east of this rickety pier, you enter the water. A lone shack stands on this pier, decorated with fishnets and wooden floats. If you knock, read entry **S68**.

S44. Two benches flank a trestle table in this room. Two rations and cooking utensils are stored near the fireplace. Scraps of leather lie everywhere. Three pairs of shoes and a pair of boots stand against one wall. Something small is watching you.

S45. This is the private room of Klenus, the flophouse owner. If you enter, he asks you for 1 sp to stay the night. If you do not pay, he asks you to leave. He defends himself with a long sword. See monster #9 on Table 2.

S46. "Welcome, adventurer. We knew you were coming," speaks a one-handed man.

He continues, "My name is Jabbro. I am a thief. You might say I know everything that goes on in this part of town and what it is worth. Now that you are here, we require a tax on your life. Either all your valuables or your life."

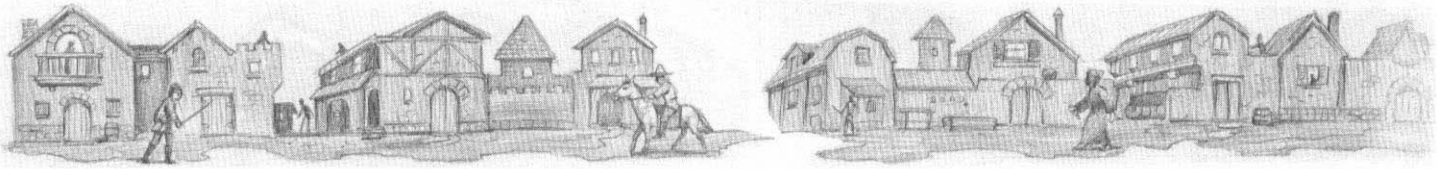
If you refuse to pay, read entry **S75**. If you pay, read entry **S76**.

S47. You see bear tracks in this private high-walled yard.

S48. A ten-foot-high wooden gate stands locked in a twenty-foot-high wall.

S49. A booka in the rafters attacks you by throwing dishes. This creates a great deal of noise, waking anyone downstairs. See monster #1 on Table 2.

S50. This crowded stable holds four beasts; a pony, two mares, and a mule. Roll 1d4. On a roll of 1,



the mule breaks loose and attacks you. See monster #16 on Table 2.

S51. Sleeping bodies lie against the walls of this flophouse. You may attempt to pick 1d6 pockets. If you fail, the victim wakes and attacks. To determine the contents of the pocket and how someone fights, see monster #9 on Table 2. No one wakes and defends himself unless attacked or awakened by a failed pickpocket attempt.

S52. You are near the back door of a tavern. The room is filled with tables and chairs full of drinking patrons. If you attack, they defend themselves one at a time. Each patron is a Public Place Wandering Monster.

S53. Roll 1d20. If you roll a number greater than or equal to your Dexterity, you have just tripped over a sleeping dog that attacks relentlessly. See monster #13 on Table 2. If you roll a number less than your Dexterity, you step over the dog, and it remains asleep. The room contains a table, four chairs, five rations, and two silver candlesticks worth 100 gp each.

S54. You are inside a rundown stone chapel. All the windows are dirty or broken. All furnishings have been removed, and bats hang from the rafters. Roll percentile dice. If you roll a number greater then your Move Silently percentile, you are attacked by a bat. See monster #10 on Table 2.

S55. A sign beside the unlocked door of this unlighted building states, "Dogleg Flop House. One silver piece per night. Latecomers pay in morning."

S56. This is the lighted back room of the gambling house. Broont, the bouncer, guards the ladder to the upstairs. You cannot pass him. If you attack the bouncer, the patrons, or the property, Broont defends with a short sword. See monster #32 on Table 2.

S57. Two unlocked doors lead into a noisy lighted tavern. A huge tankard hangs outside these doors. Painted on the tankard is, "The Tin Tankard."

S58. This room contains a counter for selling wine to customers. A dozen sample bottles stand corked on the counter. The smell of rich wine fills the air.

S59. You are inside an abandoned stone chapel. All furnishings have been removed; the windows are broken or dirty. Roll 1d6. On a roll of 6, nothing happens. On a roll of 1-5, a huge spider jumps from a wall and attacks. See monster #8 on Table 2.

S60. You are in the Dockside Gambling House. Basher, the bouncer, defends himself, the patrons, and the property with a short sword. See monster #32 on Table 2. Several gambling tables are surrounded by busy gamblers.

If you wish to gamble, select the amount of money (in gp) that you want to wager. Subtract the gold from your Character Sheet. Roll percentile dice and refer to Table 8 to see if you win. You may gamble as often as you like. You can leave the gambling house at any time.

TABLE 8
GAMBLING RESULTS

Dice Roll	Result
01-60	You lose!
61-87	You break even.
88-96	You win twice what you bet!
97-99	You win five times what you bet!
00	You win ten times what you bet!

S61. If you sneak or break in, a man with a peg leg attacks you with a short sword. See monster #32 on Table 2. The shack contains two rations, a cot, a table, and a chair. On the table are 10 gp and a thank-you note from Jabbro for a job well done.

S62. In the center of a four-way intersection is a stone wall. A bucket attached to a winch by a single rope stands on the edge of the well. If you attempt to climb or jump down the well, read entry D12.

S63. A sign outside this building advertises, "Glass Slipper Wines." No one answers if you knock.

S64. A sign outside this unlocked and lighted business advertises, "Dockside Gambling House. Visitors Welcome!"

S65. Smitty hears you, and attacks with a club. See monster #31 on Table 2.

S66. Smitty answers in his nightshirt, and tells you none of his horses are for sale and he has no room to stable any more. He also refuses to do any blacksmith work until morning.

S67. Hep attacks with a club; see monster #31 on Table 2. Lying in Hep's table is a thank-you note from Jabbro.

S68. No one answers.

S69. The room smells of tanning chemicals. Rahyd, awakened by your noise, attacks with leather cutting knife (treat as a short sword). See monster #33 on Table 2.

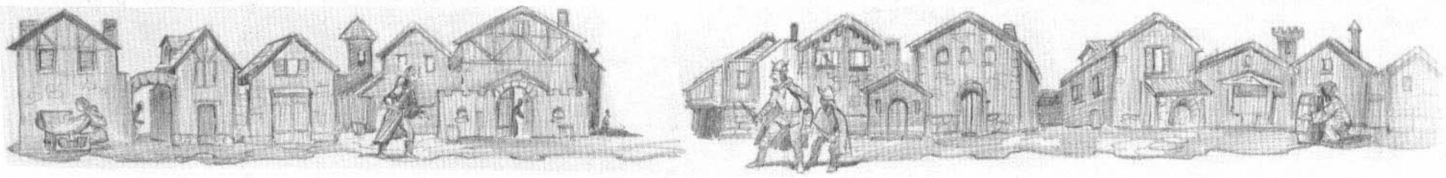
S70. "Leave this place soon, for the odds are against you. Your curiosity will be your undoing. West of here is a bird with no wings. Seek a room with a view. I can tell you no more, adventurer." Exhausted, she lapses into a trance.

S71. The barkeeper attacks with a bottle (treat as a club). See monster #31 on Table 2.

S72. He ushers you to an empty booth and offers venison for 1 sp and a tankard of ale for 1 cp.

S73. "We have a fine room with a view, for only 1 silver piece." If you pay, he directs you to room U17.

S74. Swerald the cleric leaps out of the darkness and boldly presents a holy symbol and mirror,



shouting "Begone, evil undead!" Unless you leave immediately, he attacks; see monster #30 on Table 2.

S75. The thieves let you leave the building peacefully.

S76. The six thieves overpower you easily, tie your hands, cover your eyes and mouth, and take all your valuables anyway. They carry you to one of the following locations and untie you: 1-S1; 2-S4; 3-S23; 4-S15; 5-S38; 6-S62.

DUNGEON LEVEL ENTRIES (D)

(Ten feet below Street Level)

Special procedures:

1. No digging is allowed.
2. It is assumed that all characters can swim at one-half their movement rate. If a character is wearing metal armor (AC 5 or less) and falls into water, roll 1d20. If the roll is less than or equal to the character's Dexterity, the character may remove his or her armor. Strike it from the Character Sheet. If the roll is greater than the character's Dexterity, the character drowns.
3. Piles of rubble contain a Dungeon Level Wandering Monster on a roll of 1 or 2 on 1d6.
4. If a character travels through a grill into sewers off the map, the character will encounter one Dungeon Level Wandering Monster per turn until he or she returns to the map through the same grill.

D1. In the southwest corner of this chamber are tree roots.

D2. This chamber contains a large iron trunk. If you try to open the trunk, read entry D13.

If the number you roll is greater than your Remove Traps percentile, you are hit by a poisoned needle set in the lock. If you do not make a successful save vs. poison, you receive 1d12 points of damage. Roll 1d10 and refer to the treasure listed on Table 3. You discover twice the treasure listed on Table 3.

D3. Fresh air trickles into this debris-clogged chamber. A riddle is carved on the wall. It hints, "Seek what is always coming, but never arrives. Look south in the darkness, the blind seer survives!"

D4. At the top of this tunnel section are two bottomless, empty coffins and tree roots. Reaching up through the coffin to lift their lids only brings dirt falling down on you.

D5. You are in a 10-foot-deep newly-dug grave. Dirt is everywhere.

D6. Tree roots line the south wall of this tunnel section.

D7. This large hole is an unfinished excavation for the cellar of a new building. Tree roots protrude from a corner of the excavation.

D8. Metal bars running from the ceiling to the floor of this tunnel form a grill to keep large monsters from entering the adjoining sewers. To pass through the grill you must make a successful Bend Bars/Lift Gates roll. You may try only once each time you encounter the grill.

D9. You hear water moving outside this door. If you open the door, read entry D14.

D10. The walls of this cellar are lined with hundreds of full wine bottles.

D11. You have entered a treasure storage vault guarded by a Dungeon Level Wandering Monster. In addition to any treasure the monster might have, the room contains a small unlocked metal chest. If you try to open it, read entry D15.

D12. The smooth, moss-covered walls are too slick to climb. No one can hear you call for help. If you cannot levitate out of the well, you drown by morning. See entry H18.

D13. Roll percentile dice. If the number rolled is less than or equal to your Open Locks percentile, roll 1d10 and refer to the treasure listed on Table 3. You discover twice the treasure listed there.

D14. The water is several inches below the bottom of the door.

D15. The chest is unlocked. It contains 25 pp and a congratulatory note from Lanuel, the city's ruler.

UPPER LEVEL ENTRIES (U)

(Ten feet above Street Level)

Special procedures:

1. Cutting through rooftops is not allowed.
2. All roofs are slanted and covered with mossy wood shingles. If a character ever fails a Climb Walls roll (or is defeated or chooses to slide), that character slides off the roof at the nearest eave (lower edge of the roof). If the character fails a Climb Walls roll and is at the peak of a roof, the character can decide which side of the roof he or she slides off. If the roof slants into the side of a building or a wall, a fall does not occur. The square beside the eaves is where the character falls. If that square contains tree branches or sailcloth, the fall is broken, and the character receives no damage. If the square contains the "20′" symbol, the character falls onto a surface two levels below. If the square contains the "30′" symbol, the character falls onto a surface three levels below. Refer to the appropriate underlying level and find the same square. If the character falls and lands on water or sailcloth, he or she receives no damage. If the character lands on a solid surface, the character is damaged according to the distance fallen: 10′ = 1d6; 20′ = 2d6; and 30′ = 3d6. If the character lands on debris, in tree limbs, or beside anything built of stone (fireplace or wall), the character receives an additional 1-8 points of damage.
3. If a character, because of weight (see H8), falls through a weak surface, the character lands on the next surface directly below. Holes should be marked on the map with pencil.
4. If a character travels off the map, but not to another level, the character will encounter one Upper Level Wandering Monster per turn until he returns to the map.

U1. This chamber contains a large metal chest. If you try to open the chest, roll percentile dice and compare the roll with your Find/Remove Traps percentile. If the number rolled is less than or equal to your Remove Traps percentile, read entry **U22**. If the number is greater than your Remove Traps percentile, read entry **U23**.

U2. Check for a Dwelling Interior Wandering Monster in this room. If there is one, it attacks.

U3. This is the living area of Slackund Hash, the proprietor of the armor shop downstairs. He does not like intruders and attacks with a short sword. See monster #32 on Table 2.

U4. A traveler stopped to spend the night in this vacant building. When you enter, the traveler attacks you thinking you are here to evict him or her. The traveler is a Public Place Wandering Monster.

U5. Check for an Aerial Wandering Monster in this area. If there is one, it attacks.

U6. This room is vacant and contains one feather bed stuffed with goosedown. On the wall is a still life painting. It depicts a tankard of ale, a ladder, 25 coins, and a weather vane that points south.

U7. This room contains an irate Public Place Wandering Monster who does not like being awakened. The person attacks, thinking you are here to steal valuables.

U8. This hallway is dimly lit with candles and filled with the sounds of snoring.

U9. This is the living area of the tailor who's shop is downstairs. He attacks, thinking you want to rob him. See monster #31 on Table 2.

U10. Princess Luwella is in this room, tied to a chair. She accompanies anyone who claims to be her rescuer.

U11. This is the living area of a shoemaker who runs a shop downstairs. He attacks, thinking you are here to rob him. See monster #31 on Table 2.

U12. Bats swoop through this large open area. They attack only if you fail your Move Silently roll. See monster #10 on Table 2 if one attacks.

U13. Sleeping bodies on straw pallets fill this room. No one wakes and defends themselves unless attacked. You may attempt to pick 1d6 pockets, but if you fail, the victim wakes and attacks. To see what treasure is in his pocket or how he fights, see monster #9 on Table 2.

U14. This room contains a sleeping merchant. You may attempt to pick his pocket, but if you fail, he wakes and attacks. To discover what is in his pocket or how he fights, see monster #31 on Table 2.

U15. This room contains a ladder that leads to a trap door in the ceiling.

U16. This is the living area of Shleemon, the owner of the gambling house. He attacks with a short sword. See monster #33 on Table 2.

U17. Chedora, the wine salesman, lives here. He attacks intruders. He uses a bottle as a club. See monster #31 on Table 2.

U18. This room contains a sleeping fighter. You may attempt to pick his pocket, but if you fail, he wakes and attacks. To determine the contents of his pocket and how he fights, see monster #32 on Table 2.

U19. This door is locked. If you unlock it, read entry U24.

U20. This room contains a sleeping elf. You can attempt to pick his pocket, but if you fail, he wakes and attacks. To determine what is in his pocket and how he fights, see monster #30 on Table 2.

U21. This treehouse built by children is now the home of an Upper Level Wandering Monster. Inscribed on one wall is the message, "Seek the water between the warehouse and the wall. Travel south 40 feet and jump in. Follow the sewer to the first door on your right. Beware the guard!"

U22. Roll 1d10 and refer to the treasure listed on Table 3.

U23. You are hit by a poisoned dart. Unless you make a successful save vs. poison, you suffer 1d6 points of damage. Read entry U22.

U24. This storeroom contains 1-100 sp, 1-100 ep, 1-100 gp, and 1-100 pp.

ROOFTOP LEVEL ENTRIES (R)

(Twenty feet above street level)

Special procedures:

1. Special procedures for the Rooftop Level are the same as those for the Upper Level plus the following.
2. If a character levitates above the Rooftop, the character will be attacked by one Aerial Wandering Monster per turn until he or she returns to the Rooftop square.

R1. A city guard patrols the top of the city wall watching for intruders. See monster #32 on Table 2 to discover how well the guard fights. If you jump off the wall, the guard does not pursue. If you are hit, roll 1d20. If the number you roll is greater than your Dexterity score, the guard knocks you off the wall one square south of where you encountered him.

R2. This roof is the home of a booka. It attacks intruders. See monster #1 on Table 2.

R3. On this roof is a weather vane. Tied to the weather vane is a piece of parchment. On the parchment is a rebus:

3 - H + H + MOUSEKIN +
WORTH - W + LEAST - MILK =
Y + 4 + TRIP + LEASURE - FLIP.

TABLE 1:

MONSTER DIE ROLLS AND MODIFIERS

Monster Location	Die Roll	Modifier
Rooftop Level	1d12	—
Upper Level	1d10	+1
Street Level	1d20	+1
Dungeon Level	1d12	+17
Stable	1d12	+4
Dwelling Interior	1d6	+6
Trap	1d6	+16
Companion	1d6	+10
Public Place	1d4	+29
Aerial	1d4	+1

TABLE 2:

WANDERING MONSTERS

No. from Table 1	Monster
1	Booka: AC 7: MV 12″/18″; HD 1/2; hp 3; #AT nil; D nil; EL 1; AL N; SZ S; XP 12; Treasure: 14 cp
2	Blood hawk: AC 7; MV 24″; HD 1+1; hp 6; #AT 3; D 1-4/1-4/1-6; EL 1; AL N; SZ S; XP 32; Treasure: 3 gems worth 275 gp each
3	Giant bat: AC 8; MV 3″/18″; HD 1/2; hp 3; #AT 1; D 1-2; EL 1; AL N: SZ S; XP 8; Treasure: nil
4	Ordinary raven: AC 7; MV 1″/36″; HD 1/4; hp 2; #AT 1; D 1; EL 1; AL N; SZ S; XP nil; Treasure: 1 gem worth 10 gp
5	Kenku: AC 5; MV 6″/18″; HD 4; hp 28; #AT 3; D 1-4/1-4/1-6; EL 4; AL N; SZ M; XP 352; Treasure: 1 sp, 1 ep, 2 gp, 2 pp, 3 gems worth 275 gp each, 1 piece of jewelry worth 2,910 gp, *potion of healing*, and *ring of protection +1*
6	Wererat: AC 6; MV 12″; HD 3+1; hp 15; #AT 1; D 1-6 by short sword; EL 4; AL LE; SZ M; XP 170; Treasure: 1 cp, 1 sp, and 1 gem worth 275 gp
7	Osquip: AC 7; MV 12″; HD 3+1; hp 15; #AT 1; D 2-12; EL 3; AL N; SZ S; XP 120; Treasure: 1 sp, 1 ep, 2 gp, 2 gems worth 275 gp each, and 1 piece of jewelry worth 2,910 gp
8	Huge spider: AC 6; MV 18″; HD 2+2; hp 11; #AT 1; D 1-6 + poison; EL 3; AL N; SZ M; XP 178; Treasure: 14 cp, 11 sp, 7 ep, 5 gp, and 4 pp
9	Bandit: AC 7; MV 12″; HD 3/4; hp 4; #AT 1; D 1-6 by short sword; EL 1; AL N; SZ M; XP 9; Treasure: 5 gp
10	Ordinary bat: AC 8; MV 1″/24″; HD 1/4; hp 2; #AT 1; D 1; EL 1; AL N; SZ S; XP 1; Treasure: nil
11	Ordinary rat: AC 7; MV 15″; HD 1/4; hp 2; #AT 1; D 1; EL 1; AL N; SZ S; XP 4; Treasure: nil
12	Domestic cat: AC 6; MV 5″; HD 5/8; hp 3; #AT 2; D 1-2/ 1-2; EL 1; AL N; SZ S; XP 8; Treasure: nil
13	Wild dog: AC 7; MV 15″; HD 1+1; hp 6; #AT 1; D 1-4; EL 2; AL N; SZ S; XP 32; Treasure: nil
14	War dog: AC 6; MV 12″; HD 2+2; hp 11; #AT 1; D 2-8; EL 3; AL N; SZ M; XP 68; Treasure: nil
15	Light war horse: AC 7; MV 24″; HD 2; hp 9; #AT 2; D 1-4/1-4; EL 2; AL N; SZ L; XP 38; Treasure: nil
16	Mule: AC 7; MV 12″; HD 3; hp 14; #AT 2; D 1-2/ 1-6; EL 3; AL N; SZ L; XP 77; Treasure: nil
17	Boar: AC 7; MV 15″; HD 3+3; hp 17; #AT 1; D 3-12; EL 4; AL N; SZ M; XP 153; Treasure: nil
18	Poisonous snake: AC 6; MV 15″; HD 2+1; hp 10; #AT 1; D 1 + poison; EL 3; AL N; SZ S; XP 285; Treasure: nil
20	Giant centipede: AC 9; MV 15″; HD 1/4; hp 2; #AT 1; D nil + poison; EL 1; AL N; SZ S; XP 32; Treasure: nil
21	Giant boring beetle: AC 3; MV 6″; HD 5; hp 23; #AT 1; D 5-20; EL 5; AL N; SZ L; XP 205; Treasure: 1 cp, 1 sp, 2 gp, 18 pp, 11 gems worth 275 gp each, 3 pieces of jewelry worth 2,910 gp each, a potion of *levitation*, and a potion of *healing*.
22	Shrieker: AC 7; MV 12″; HD 3; hp 14; #AT 0; D nil; EL 1; AL N; SZ M; XP 19; Treasure: nil
23	Snyad: AC -4; MV 21″; HD 1-1; hp 4; #AT nil; D nil; EL 1; AL N; SZ S; XP 11; Treasure: 14 cp
24	Giant rat; AC 7; MV 12″; HD 1/2; hp 3; #AT 1; D 1-3; EL 1; AL N; SZ S; XP 10; Treasure: 1 cp, 1 sp, and 1 gem worth 275 gp
25	Osquip (see #7)
26	Huge spider (see #8)
27	Bandit (see #9)
28	Ordinary bat (see #10)
29	Ordinary rat (see #11)
30	Elf: AC 5; MV 12″; HD 1+1; hp 6; #AT 1; D 1-10; EL 2; AL CG; SZ M; XP 9; Treasure: 7 ep
31	Merchant: AC 10; MV 12″; HD 3/4; hp 4; #AT 1; D 1-6 by club; EL 1; AL N; SZ M; XP 9; Treasure: 7 ep
32	Fighter: AC 4; MV 9″; HD 6; hp 33; #AT 1; D 1-6 by short sword; EL 6; AL N; SZ M; XP 348; Treasure: 200 gp
33	Thief: AC 8; MV 12″; HD 6; hp 27; #AT 1; D 1-6 by short sword; EL 6; AL NE; SZ M; XP 312; Treasure: 120 gp

COMBAT CHECKLIST

1. Determine if either or both parties are surprised. Wandering monsters are always surprised, and you gain the initiative. Skip to step 3. If the encounter takes place in the text, the text will indicate if either party is surprised.
2. If both parties are unsurprised, or equally surprised, determine initiative for that round.
3. The party that wins the initiative acts first. Determine the results of whatever actions are decided upon by the party with the initiative.
   A. Avoid engagement (retreat, slam door, etc.) if possible. Monsters will never avoid engagement. If your movement rate is less than or equal to the monster's rate you may throw food or treasure to attempt to distract the monster.
   B. Attempt to parley. Monsters will never initiate parleying.
   C. Attack with magic items. Make a saving throw (if necessary). Apply results immediately. Skip to step 4.
   D. Strike blows with weapons. Make Hit Rolls. Roll damage for hits.
4. The side that lost initiative now completes all the actions listed in step 3, unless defeated (ran away, stopped to talk, stopped for food or treasure, was killed).
5. If neither side is defeated, continue combat by repeating steps 1 through 5.

ABBREVIATIONS

AC = Armor Class
MV = Move
HD = Hit Dice
hp = hit points
#AT = number of attacks per round
D = Damage per attack
EL = Experience Level
SZ = Size
S = Small (smaller than a typical human)
M = Medium (man-sized)
L = Large (larger than man-sized)
AL = Alignment
N = Neutral
LE = Lawful Evil
LN = Lawful Neutral
XP = Experience Point value

TABLE 3:

TRAPS AND TREASURES

Whenever a character locates a trap/treasure symbol, you should roll a 1d4 and cross out the symbol in pencil.

Die Roll	Encounter
1	No trap or treasure
2	Trap
3	Treasure
4	Trap and treasure

If you roll a 2, 3, or 4, roll 1d10 and refer to the following numbered descriptions. If you roll a 4, you have encountered both a trap and a treasure, but the treasure cannot be taken until you overcome the trap.

1.
TRAP Roll 1d6. On a roll of 1-3 you fall into a 10 foot deep pit and receive 1d6 points of damage. You can climb out of the pit.
TREAS. You find a potion of *healing*.

2.
TRAP Roll 1d6. On a roll of 1-3 you fall into a 10-foot-deep pit with spikes and receive 1-12 points of damage. You can climb out of the pit.
TREAS. You find a potion of *levitation*.

3.
TRAP You have triggered an arrow trap which releases two arrows. Each causes 1-6 points of damage.
TREAS. You find a *ring of feather falling*.

4.
TRAP You have triggered a spear trap which releases 1 spear. It hits you, causing 1-6 points of damage.
TREAS. You find a *ring of protection*.

5.
TRAP You have triggered a poison gas trap. Make a saving throw vs. poison. If you fail the save, you receive 1d8 points of damage.
TREAS. You find a *wand of paralyzation* with five charges.

6.
TRAP Roll percentile dice. If the number you roll is greater than your Hear Noise percentile, you fall (unhurt) into a 10-foot pit with a Trap Wandering Monster which attacks. You must defeat the monster before you can climb out of the pit.
TREAS. You find a *staff of striking* with five charges.

7.
TRAP You step into a transporter and are sent to one of the following locations. Roll 1d6 and refer to the indicated entry: 1 = S1; 2 = S4; 3 = S23; 4 = S15; 5 = S38; 6 = S62.
TREAS. You find boots of *striding and springing*.

8.
TRAP Roll percentile dice. If the number you roll is greater then your Move Silently percentile, you are surprised by a Trap Wandering Monster. The monster gets to attack you once before you roll initiative. You must defeat the monster to leave the area.
TREAS. You find gauntlets of *ogre power*.

9.
TRAP Roll 1d6. On a roll of 1-3 you fall into a 20-foot-deep pit. You receive 2-12 points of damage but can climb out.
TREAS. You find 1-100 gold pieces.

10.
TRAP You fall (unhurt) into a pit where you meet your double. All your characteristics and possessions are duplicated on this double. The double attacks in a fight to the death. You cannot talk the double out of fighting you. You cannot climb out of the pit until you defeat your double.
TREAS. You find 1-10 gems worth 275 gp each.

TABLE 4:

SAVING THROWS

Attack to be Saved Against	Fighters* 1-2	Fighters* 3-4	Fighters* 5-6	Thieves** 1-4	Thieves** 5-8
Paralyzation, Poison, or Death magic	14	13	11	13	12
Petrifaction or Polymorph	15	14	12	12	11
Rod, Staff, or Wand	16	15	13	14	12
Breath Weapon	17	16	13	16	15
Spell	17	16	14	15	13

* Includes non-thief monsters by Experience Level (EL).

** Includes Assassins and Monks.

TABLE 5:

CHARACTER HIT ROLLS

Character Class	Opponent's Armor Class 10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Monk	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
Thief or Assassin	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20

TABLE 6:

VARIABLE WEAPON DAMAGE

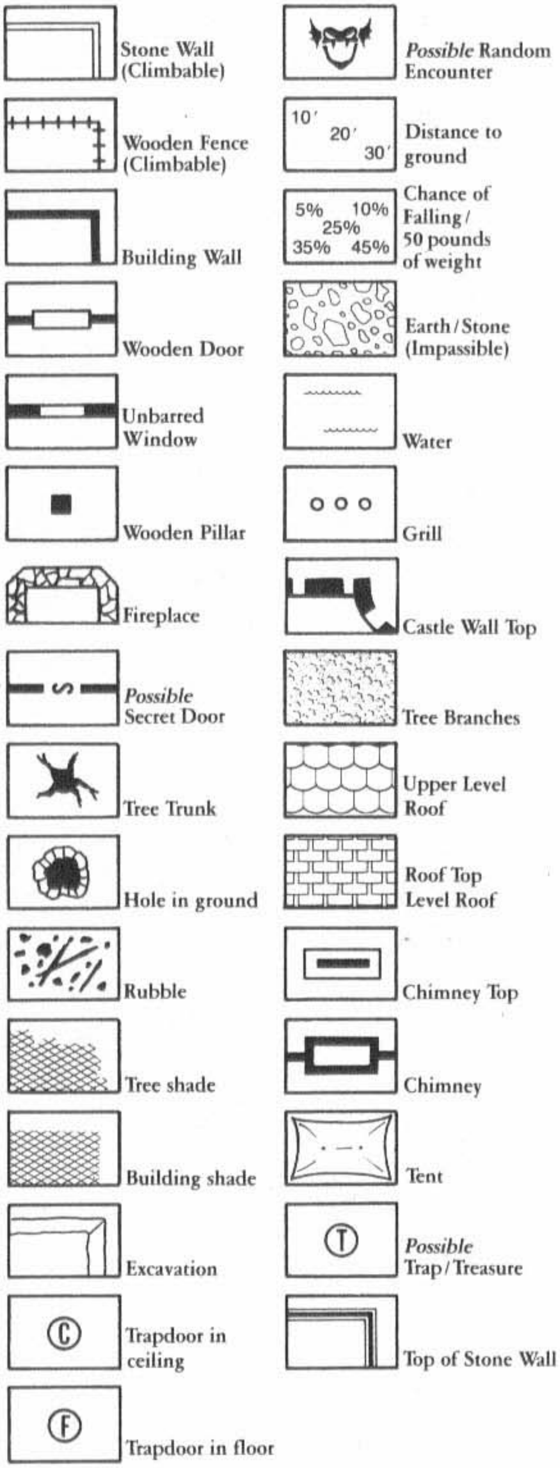
Weapon Type	Damage vs. Opponent Size S or M	Damage vs. Opponent Size L
Axe, Hand	1-6	1-4
Club	1-6	1-3
Dagger	1-4	1-3
Halberd	1-10	2-12
Sword, Bastard	2-8	2-16
Sword, Broad	2-8	2-7
Sword, Long	1-8	1-12
Sword, Short	1-6	1-8
Sword, Two-handed	1-10	3-18

TABLE 7:

MONSTER HIT ROLLS

Monster's Hit Dice Number	Opponent's Armor Class										
up to 1 -1	11	12	13	14	15	16	17	18	19	20	20
1 -1	10	11	12	13	14	15	16	17	18	19	20
1	9	10	11	12	13	14	15	16	17	18	19
1+	8	9	10	11	12	13	14	15	16	17	18
2-3+	6	7	8	9	10	11	12	13	14	15	16
4-5+	5	6	7	8	9	10	11	12	13	14	15
6-7+	3	4	5	6	7	8	9	10	11	12	12

MAP KEY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Wooden Fence (Climbable)
Building Wall
Wooden Door
Unbarred Window
Wooden Pillar
Fireplace
S
Possible Secret Door
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Hole in ground
Rubble
Tree shade
Building shade
Excavation
C
Trapdoor in ceiling
F
Trapdoor in floor
Possible Random Encounter
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30′
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Chance of Falling / 50 pounds of weight
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Water
Grill
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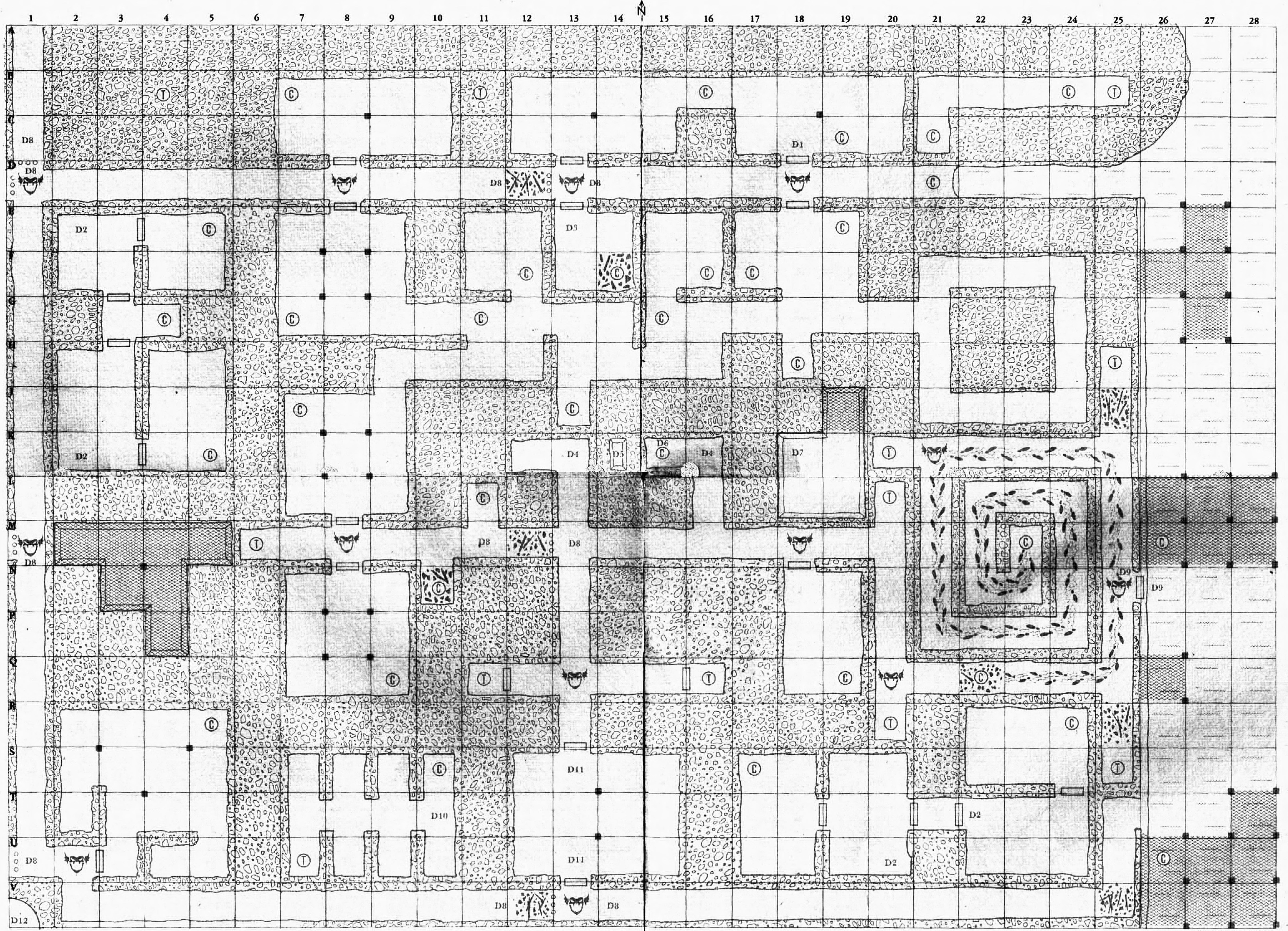
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DUNGEON LEVEL

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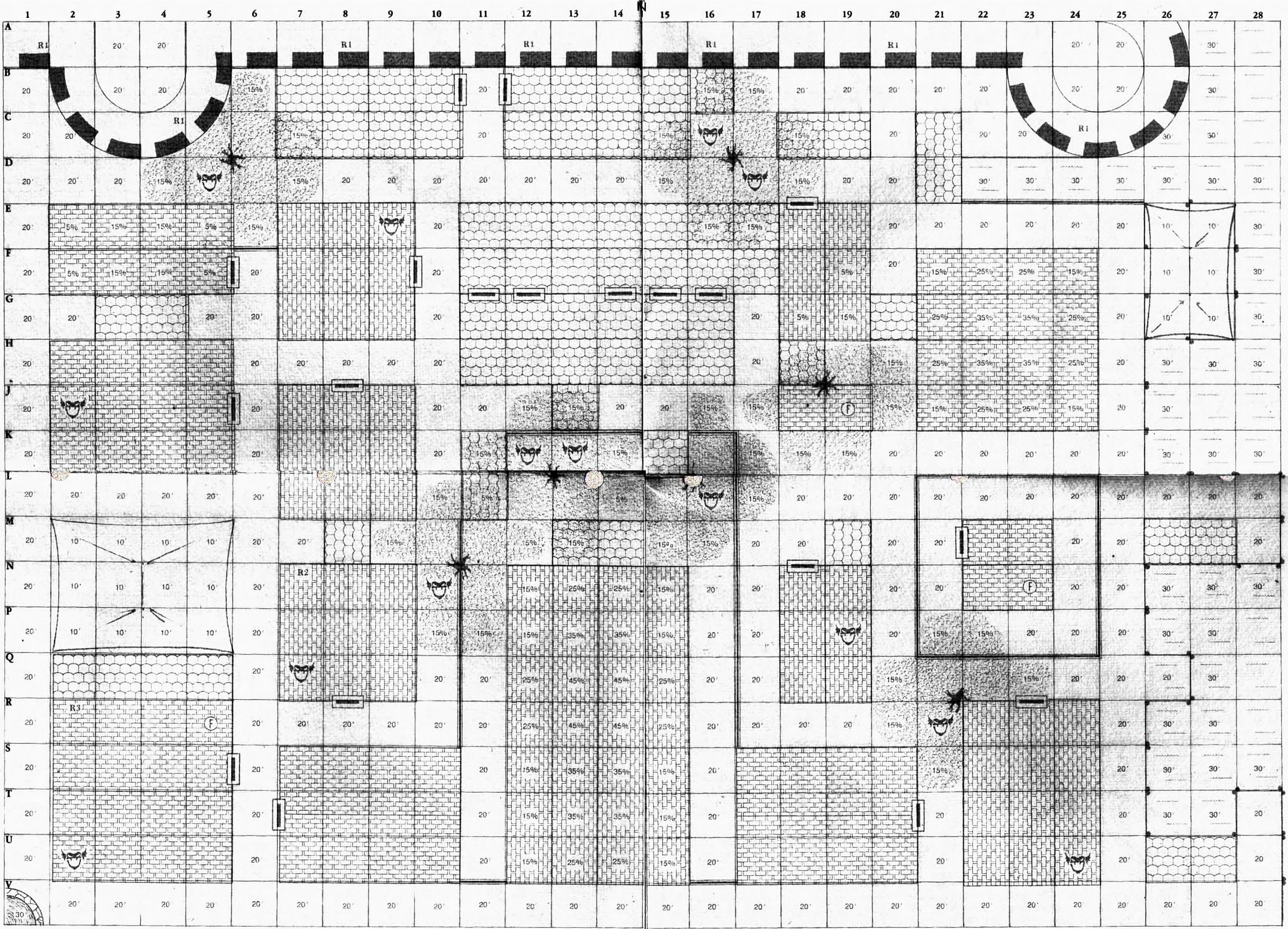

ROOFTOP LEVEL

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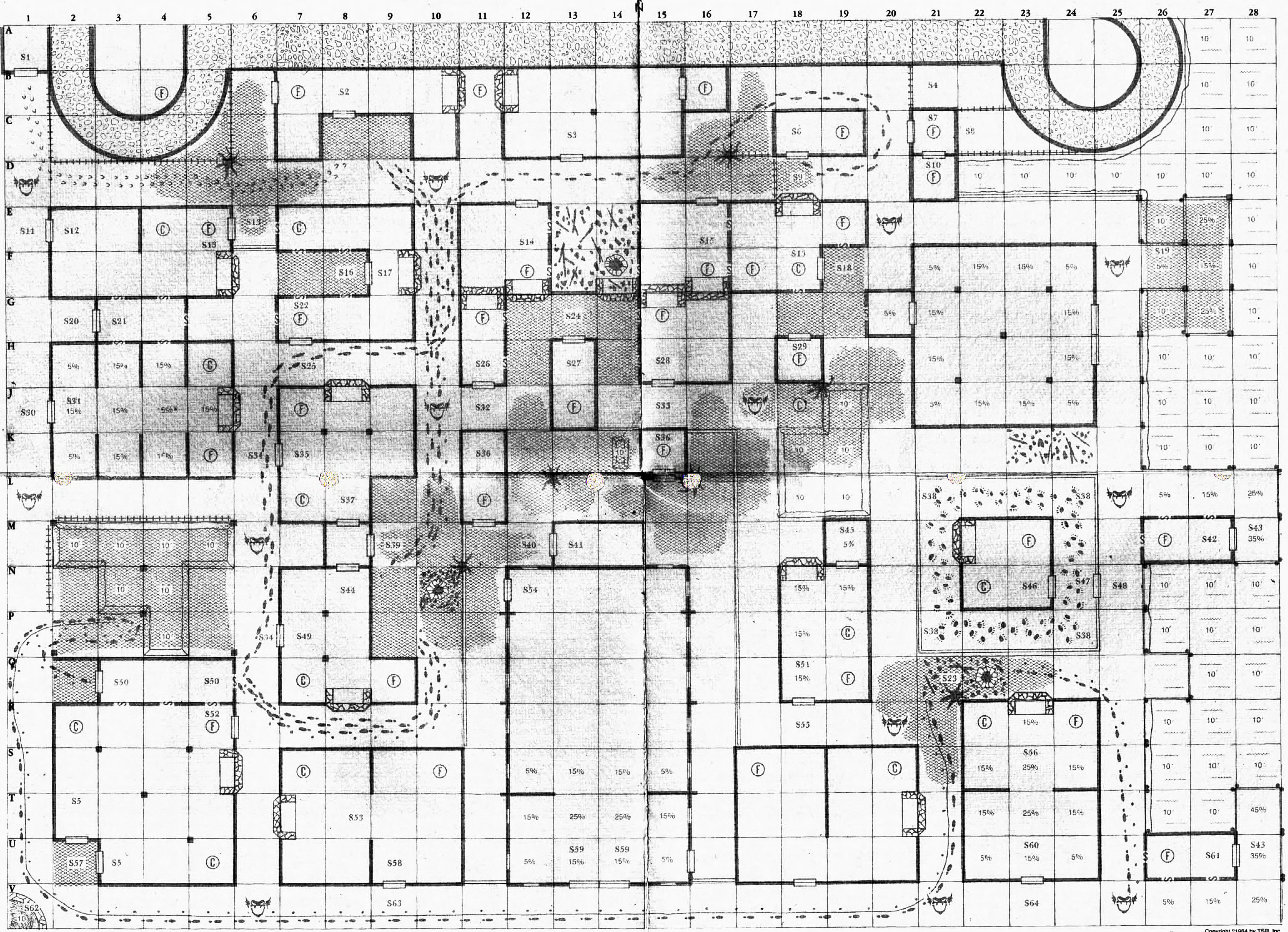
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STREET LEVEL

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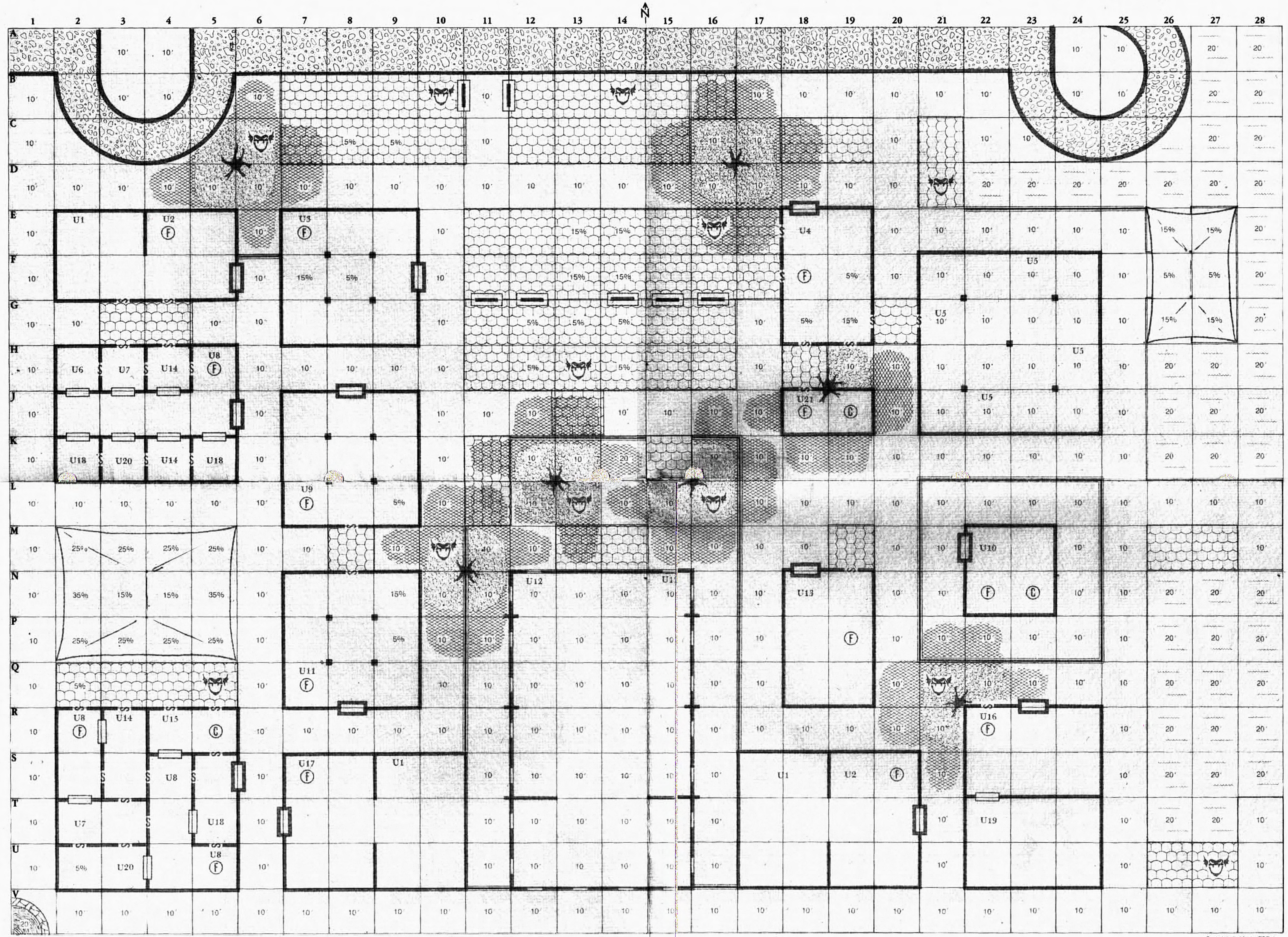
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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
A B C D E F G H J K L M N P Q R S T U V
U1
U2
U3
U4
U5
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U7
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U9
U10
U11
U12
U13
U14
U15
U16
U17
U18
U19
U20
U21
F
C
S
10'
20'
5%
15%
25%
35%

UPPER LEVEL

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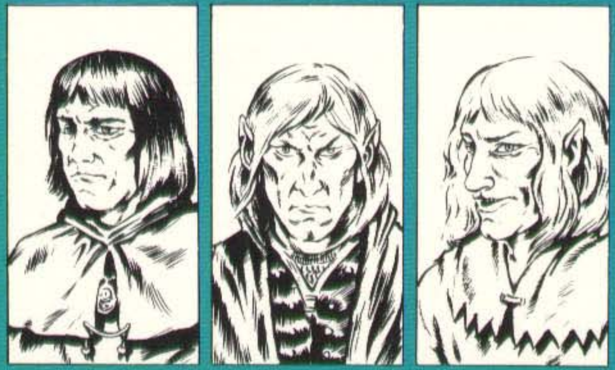
PREROLLED CHARACTERS

When you begin the adventure, choose one of the characters from this page. If characteristics change, you may alter the description. If any character is defeated before he or she can complete their task, you may choose another prerolled player character to take his or her place. You may choose to complete the first task, if the first character was defeated, or you may try to fulfill the task given for the new character.



Scarl Skagell, Human

Master, Sixth Level Monk

Strength: 15	Dexterity: 15
Intelligence: 11	Constitution: 12
Wisdom: 16	Charisma: 10

AC 6; HD 7; hp 18

Height: 72″ Weight: 175 lbs.
Movement: 20″ Alignment: Lawful Neutral

Languages: common, lawful neutral, elf, halfling

Equipment: dagger, club, hand axe, 5 rations, 50 gp, a potion of *healing*

Special Abilities: Scarl can fall up to 30 feet and escape damage if he is within four feet of a wall or tree trunk. He has the ability to speak with animals (read entry **H9**). He is not subject to diseases of any sort. When using a weapon, add +3 to damage when Scarl hits. If fighting open-handed, Scarl gets two attacks every even-numbered round. Open hand damage causes 2-8 points per hit.

Open Locks 47%; Find/Remove Traps 45%;
Move Silently; 47%; Hide in Shadows 37%;
Hear Noise 20%; Climb Walls 92%;
Open Doors 33%; Bend Bars/Lift Gates 7%

Scarl's Task: Princess Luwella has been kidnapped! Her father, Lanuel, the city's ruler, suspects that one of the city's own guards has taken her. Because of his suspicion, he has not called out the city guard to conduct a house-to-house search for his daughter. The word through the grapevine is, "Her safe return by dawn to any city gate is worth 1,000 gold pieces. To avoid a royal scandal, no questions will be asked of the rescuer." It is rumored that at dusk a lone horseman was seen leaving the palace with a roll of carpet over his saddle. You start at location **K20** on the Street Level.

Sobat Thantis, Half-elf Killer,

Sixth Level Assassin

Strength: 14	Dexterity: 14
Intelligence: 14	Constitution: 12
Wisdom: 11	Charisma: 10

AC 7; HD 6; hp 27

Height: 66″ Weight: 130 lbs.
Movement: 12″ Alignment: Neutral Evil

Languages: common, thieves' cant, neutral evil, elf, gnome, halfling, goblin, hobgoblin, orc, gnoll, dwarf, kobold, lizardman, and ogre

Equipment: leather armor, shield, short sword, dagger, club, hand axe, 4 rations, 40 gp, and a potion of *healing*

Special Abilities: Half-elves have a 30% resistance to *sleep* and *charm* spells.

Pick Pockets 55%; Open Locks 37%;
Find/Remove Traps 35%; Move Silently 33%;
Hide in Shadows 30%; Hear Noise 15%;
Climb Walls 92%; Read Languages 20%;
Find Secret Doors 33%; Open Doors 33%;
Bend Bars/Lift Gates 7%

Sobat's Task: In celebration of his 25th anniversary as city ruler, Lanuel has designed a contest for his subjects. Hidden just outside the city are clues leading to 25 platinum pieces and other treasures. This reward belongs to the clever and courageous person that solves a series of riddles. The contest starts at dawn, but thanks to your spying ability, you have a **A24** on the Street Level with the clue, "Start where the water stops. Forty-five feet west, take south door."

Harl Hightree, Elf

Filcher, Sixth Level Thief

Strength: 13	Dexterity: 13
Intelligence: 12	Constitution: 14
Wisdom: 12	Charisma: 11

AC 8; HD 6; hp 27

Height: 60″ Weight: 100 lbs.
Movement: 12″ Alignment: Neutral

Languages: common, thieves' cant, neutral, elf, gnome, halfling, goblin, hobgoblin, orc, gnoll, dwarf, kobold, and ogre

Equipment: leather armor, short sword, club, dagger, 3 rations, 30 gp, and a potion of *healing*.

Special Abilities: Elves are 90% resistant to *sleep* and *charm* spells.

Pick Pockets 60%; Open Locks 42%;
Find/Remove Traps 45%; Move Silently 52%;
Hide in Shadows 47%; Hear Noise 25%;
Climb Walls 92%; Read Languages 30%

Harl's Task: A high-level magic-user has hired you to collect material components for a potion she is trying to prepare. All the components must be collected after sunset on a moonless night and received before dawn. She will be waiting on one of the docks **(Q26)** for you to return. She has provided a list in the form of a poem to help you remember the components. Beside each item is how much the magic-user will pay you for each item you find and give to her. You start at location **U5** on the Rooftop Level.

From the bottom of a grave, a handful of earth (1 gp).
From the hand of a knave, a tankard of mirth (1 cp).
Sweat of a mare (1 cp), feather (5 sp), and mud.
Tooth of a bear (10 gp), leather (5 sp), and blood.
Pieces of gold (1 gp), copper (1 cp), and electrum (1 ep).
Riches of old, silver (1 sp), and platinum (1 pp).
Bring a rat's tail (1 sp) with ring (1 pp) for finger bone.
Wing of bat (1 sp), sail (1 sp), and sparkling gemstone (5 pp).
Find leaf, bark, and root of same tree (1 sp).
Reward and favor will I give to thee (25 gp bonus for all listed components).

Advanced Dungeons & Dragons®

Official Magic Viewer Game Adventure

Midnight on Dagger Alley

by Merle M. Rasmussen

As darkness presses into the narrow, muddy alleys of Goldstar, silent shadows slip out of hiding. Now is the hour for cutpurses and cutthroats to creep into the night to do their work. Would-be victims bar their doors and lie sleepless in their dingy hovels waiting for dawn.

Your task sends you into this dismal, dangerous place after sundown. No moon lights your steps as you scurry past yowling cats in smoke, fog-filled alleys. Above you and beneath you lurk unseen encounters. Somewhere ahead in the despairing gloom lies your goal, if you can survive *Midnight on Dagger Alley*.

This module is for use with the ADVANCED DUNGEONS & DRAGONS® rules. This module cannot be played without the AD&D® rules produced by TSR, Inc.

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